IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (cancelled)
2. (cancelled)
3. (cancelled)
4. (cancelled)
5. (cancelled)
6. (currently amended) A method of acoustically rendering a virtual environment including:

receiving a set of polygons generated for a graphical display;

selecting a first subset of the polygons for an acoustic display;

selecting a second subset of the polygons for the acoustic display;

determining acoustic reflections from a sound source that bounce off of the polygons in the first subset of polygons to a listener position in the virtual environment, wherein determining acoustic reflections from a sound source that bounce off of the first subset of polygons to a listener position in the virtual environment is calculated less frequently than determining whether a polygon in the second subset of polygons causes an occlusion of the sound source at the listener position;

determining whether a polygon in the second subset of polygons causes an occlusion of the sound source at the listener position; and

generating a play list of sounds based on the reflections and the occlusions.

~~A method of acoustically rendering a virtual environment as recited in claim 3 wherein determining acoustic reflections from a sound source that bounce off of the first subset of polygons to a listener position in the virtual environment is calculated less frequently than determining whether a polygon in the second subset of polygons causes an occlusion of the sound source at the listener position.~~

7. (cancelled)
8. (cancelled)
9. (cancelled)

10. (cancelled)

11. (cancelled)

12. (cancelled)

13. (cancelled)

14. (cancelled)

15. (cancelled)

16. (cancelled)

17. (cancelled)

18. (cancelled)

19. (cancelled)

20. (cancelled)

21. (cancelled)

22. (cancelled)

23. (cancelled)

24. (new) A method of acoustically rendering a virtual environment as recited in claim 6, wherein the first subset of the polygons is smaller than the second subset.

25. (new) A method of acoustically rendering a virtual environment as recited in claim 6, wherein the first subset of the polygons is selected for an acoustic display from the set of polygons generated for a graphical display by applying a size filter.

26. (new) A system for acoustically rendering a virtual environment including:

a processor configured to:

receive a set of polygons generated for a graphical display;

select a first subset of the polygons for an acoustic display;

select a second subset of the polygons for the acoustic display;

determine acoustic reflections from a sound source that bounce off of the polygons in the first subset of polygons to a listener position in the virtual environment, wherein determining acoustic reflections from a sound source that bounce off of the first subset of polygons to a listener position in the virtual environment is calculated less frequently than determining whether a polygon in the second subset of polygons causes an occlusion of the sound source at the listener position;

determine whether a polygon in the second subset of polygons causes an occlusion of the sound source at the listener position; and

generate a play list of sounds based on the reflections and the occlusions; and

a memory coupled to the processor and configured to provide instructions to the processor.

27. (new) A system for acoustically rendering a virtual environment as recited in claim 26, wherein the first subset of the polygons is smaller than the second subset.

28. (new) A system for acoustically rendering a virtual environment as recited in claim 26, wherein the first subset of the polygons is selected for an acoustic display from the set of polygons generated for a graphical display by applying a size filter.

29. (new) A computer program product for acoustically rendering a virtual environment, the computer program product being embodied in a computer readable medium and comprising computer instructions for:

receiving a set of polygons generated for a graphical display;

selecting a first subset of the polygons for an acoustic display;

selecting a second subset of the polygons for the acoustic display;

determining acoustic reflections from a sound source that bounce off of the polygons in the first subset of polygons to a listener position in the virtual environment, wherein determining acoustic reflections from a sound source that bounce off of the first subset of polygons to a listener position in the virtual environment is calculated less frequently than determining whether a polygon in the second subset of polygons causes an occlusion of the sound source at the listener position;

determining whether a polygon in the second subset of polygons causes an occlusion of the sound source at the listener position; and

generating a play list of sounds based on the reflections and the occlusions.

30. (new) A computer program product as recited in claim 29, wherein the first subset of the polygons is smaller than the second subset.

31. (new) A computer program product as recited in claim 29, wherein the first subset of the polygons is selected for an acoustic display from the set of polygons generated for a graphical display by applying a size filter.